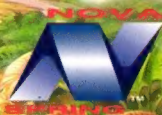


EXTRACTORS™



Instruction Manual



EPILEPSY WARNING

WARNING: Please read the following before playing game.

Certain light patterns or flashing lights may cause some individuals to experience epileptic seizures. Exposure to certain patterns or backgrounds on the computer screen while playing games may trigger such seizures. These types of seizures are possible even if a person has no medical history of seizures or epilepsy.

If you or anyone in your family has an epileptic condition, please consult your physician before playing this game.

If you experience dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, involuntary movement, or convulsions during game play, immediately discontinue use and consult your physician before resuming play.

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United States of America;
Please report software piracy to the SPA 1-800-388-PIR8



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INTRODUCTION

Many thousands of years ago, the Flinarjian people co-existed peacefully with the other races upon the Planet Zarg. The Flinarj were very different from the other Extractors on the planet. Uninterested in the competitive world of mining, they concentrated their skills on creating machines and technology that enabled them to live in comfort on the inhospitable surface of the planet.

However, the wealth brought to them by their capabilities made the Flinarj a target of the warlike Quarrior nation. Led by General Igneous Crust with tectonic efficiency, the Quarriors were soon encamped outside the Flinarjian capital city - their final stronghold.

The Flinarj were not beaten yet. Just as the Quarriors were about to launch their final assault, a thunder-like sound split the air and the earth trembled. The Quarriors could only watch in amazement as the Flinarjian city shook itself free from the planet and floated up into the sky. At the same time, twenty four other land masses were ripped from the surface of Zarg and joined the capital city in space. Over the years, these lands became known as the Hanging Worlds of Zarg.

The Planet Zarg is almost entirely run by its mining interests. It is a planet with a rich history, and varied inhabitants who have evolved to take maximum advantage of their surroundings. The mining operations (and therefore pretty much the whole planet) are run by the Zargon Mineral Trading Authority, the ZMTA. The continued mining of the planet resulted in a new system, introduced several hundred years ago, whereby only one month of frenzied Digging was allowed each year - the Glorious 412th. Recently, however, the interests of the ZMTA have risen slightly higher, several thousand meters higher to be precise, to the Hanging Worlds of Zarg. This is particularly relevant since the recent invention of the ZMTA's flying machine.



The Flinarj have not been idle, however. Seeing this potential threat, a vast shield has been installed around their central capital. It is powered by many shield generators, that are built deep inside each and every Hanging World. Now the call has echoed through the galaxy for expert Extractors - their goal, to deactivate the shield generators, and then return the floating lands back to the surface of Zarg. The reward is more money than an Extractor can possibly carry. The reward reflects the risk.

HARDWARE REQUIREMENTS

- MS DOS 3.3 or higher
- 386 25 Mhz
- 2 MB RAM
- VGA 256 colors
- Hard drive (for saved games)
- MSCDEX or equivalent
- Microsoft compatible mouse

OBJECTIVES

You must find and deactivate all the shield generators. There is one in each of the 30 levels. The levels are made up of 25 Hanging Worlds, and 5 Bonus Asteroids. The Asteroids are booby-trapped, and will explode in a matter of minutes after you arrive. It is vital to work as quickly as possible to locate and destroy the shield generator. The shield generator is destroyed using explosives which can be bought at any time in the game. Money is required.

After destroying all of the generators, it will be possible to enter the Flinarjian capital city. Destroying the final generator here will switch off the floating land machine, and all the Hanging Worlds will slowly descend back to the surface of the Planet Zarg, completing the game.

Unfortunately, this job is not made easier by the gross inefficiency of the ZMTA's flying machine. You will need to locate and mine enough fuel on each level in order to fly to the next. The only levels where you do **not** need to find fuel are the Bonus Asteroids. Since these asteroids sit between Hanging Worlds, you will have enough fuel to continue destroying the shield generator.

The Hanging Worlds have been left to their own devices now for 2000 years, and the creatures which have evolved on them are different to say the least. You will have to defend yourself against all sorts of strange things, including the Privateers. The Privateers stole designs for the Flying Machine and are rumored to already be up there. They've been paid by the Flinarj, to defend the capital city for as long as possible from the ZMTA's mercenaries (that is, of course, you).

In order to make your job easier, the ZMTA has provided you access to a varied selection of mining equipment, available at a competitive price. (The idea being, that if you fail in your mission, at least you've helped ZMTA increase it's vast fortune).

STARTING EXTRACTORS

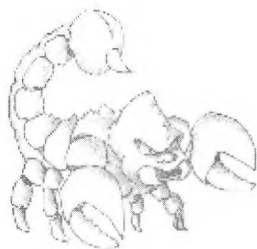
After the Introduction sequence, the game will cycle around between the main menu, and a demonstration mode, which shows Extractors being played on a variety of different levels. This will show you what sort of dangers you may face. The Extractors Main Menu has four options; Start Game, Load Game, Trainer Mode and Zargon Book. If you are not already at the Main Menu, pressing the Select Button will take you to it. The following describes the four options:

Start Game Starts a new game of Extractors.

Load Game Allows you to continue with a previously saved game.

Trainer Mode Allows you to get the hang of the controls without fear of dying.

Zargon Book The Zargon Electronic Book. This is a guide to the Hanging Worlds of Zarg prepared by the ZMTA. It is invaluable for checking on the sorts of creatures you may meet, and the environments you may have to work in.



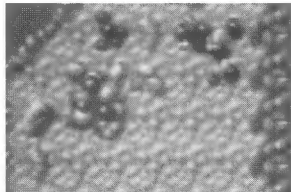
PLAYING EXTRACTORS

When you start a game, you will have to pick your team of extractors. You are presented 3 different races from which to choose 5 extractors. Each extractor you pick costs you 100 Zogs of money. You start the game with 600 Zogs, and you don't have to pick all five if you don't want to. The different races are as follows:

- Habbish** Strange spiritual characters with little patience. They get bored quickly, and are prone to sitting down for no apparent reason and praying to the Lord High Habborg. Performing this act gives them great stamina, but unfortunately it is totally unpredictable. The Habbish are very intelligent.
- Boid** Descendents of the ancient F'Targ race, the Boids have exceptional stamina and heal from wounds very quickly. They are not very fast at digging, however.
- Raldein** The ultimate mining machine! They are strong and fast diggers. Unfortunately, they tire quickly.

You can choose any combination of the 3 available races to make up your team, and it is a good idea to have a mix, as they are all suited to particular tasks. Cycle to the race you want with the Left and Right arrow keys, then use the Space Bar to select it. When you have finished selecting your team, use the Escape key to exit.

If any member of your team dies during game play, you will get the opportunity (cash permitting, of course) to replace your casualties between levels. It is in your best interest for them to survive as long as possible, as extractors become more experienced after each level they survive, gradually becoming stronger. In later levels extractors can carry their own weight in jewels!



After picking your team, a scene setter will appear, and the game will commence. Your extractors will assemble outside your ship and await your first command. If you leave them for too long, they will eventually get bored and think of something to do on their own.

This may not necessarily be part of your master plan, so beware!

You must control your extractors, to find and destroy the Flinarjian Shield Generator. Your ship is your home base, and provides a gateway to the ZMTA shop and banking facilities.

Your extractors can walk, run and jump, as well as some other duties such as digging, picking up objects and putting them down. You must select which extractor on your team you are controlling. The selection will be shown with a yellow animated pointer.

CONTROLS

Most of the controls in Extractors are activated from the keyboard. The Main Menu options; Start Game, Load Game, Trainer Mode and Zargon Book can be selected using the mouse. During game play you can use the mouse to switch between characters on the screen, choose objects on the main display, and also use the control panel icons. All other controls are activated from the keyboard.

You will use the keyboard to control your extractors in-game. The keys F1 to F5 will select members of your team. For example, F1 will select extractor number 1. When you have selected an extractor, then use the Left and Right arrow keys to walk, and the space bar to stop. If you hold down SHIFT or ALT when pressing the Left and Right keys, the extractor will run instead of walk. The Up arrow makes the selected extractor jump, if you are running when you select jump you can jump twice as far.

The Return key is particularly important, as it brings up a menu for the object you have selected. If this is a stick of dynamite, for example, there will be one option to start the timer. When the menu is shown, use the Left and Right arrow keys to select which menu option you wish to choose, and then the Space key to select. Pressing Return a second time will get rid of the menu. The menu for an extractor contains the following buttons, reading from left to right;



- Teleport** This teleports the extractor to the next telepole. You have a telepole built into your home base, so you can always use this to return to your ship. You can buy additional telepoles from the shop.
- Wait** Makes the current extractor wait.
- Dig** Makes the current extractor dig. You then select the direction of digging using the keyboard. Diagonals can be selected using the 'Home' button, for up and left, 'PgUp' for up and right, 'PgDn' for down and right, and 'End' for down and left. The Left, Right and Down arrow keys allow digging in those directions.

- Search** Instructs the current extractor to wander around and pick up any jewels or fuel that may be lying around.
- Pick up** Picks up the object next to the extractor.
- Drop** Drops the current object.
- Cycle Object** Cycles through the possessions that the current extractor is carrying. This is used to choose which item will be dropped with the drop button. Use the up and down arrow keys to choose which item you wish to drop.
- All of the above extractor menu options have keyboard short-cuts, these are:

D	Dig
T	Teleport
S	Search
G	Get (Pick up)
R	Release (Drop)
W	Wait

In addition, the Tab key cycles between objects currently on screen, selecting each that is available in turn. You can then use the Return or Enter key to access the menu for that particular object.

P or the Pause key will pause the game. The Escape key will abort your current level and return to the main game menu.

Other keyboard controls for different areas of the game, such as the shop and race picking sequence are as follows:

Cycle choices	Left/Right arrow keys
Make selection	Space bar
Exit	Escape

The Space bar can be used to bypass some screens, and to abort long running animations which you do not want to see.

TIPS

MINING

As you explore the Hanging Worlds, there will be opportunities to mine both jewels and fuel. The rocks give you clues to where the jewels might be found. These rocks have colors, which tell you what sort of jewels you might find. For example, a rock with green and blue in it might indicate that emeralds and diamonds can be found nearby. Any jewels or fuel found can be traded at the ZMTA bank and shopping facility. There are several kinds of jewels you may encounter. These range from rubies to jennites, the rubies being the least valuable. Jennite is the hardest to find, and the most valuable jewel on Zarg.

THE ZARGON BANK AND SHOP

To enter the bank and shop facility, make one extractor walk into your ship, and jump up. Any fuel, or jewels the extractor was carrying will be traded in automatically. Once the trading process has been completed, you can look through the wide range of items available in the shop. You can buy any amount of equipment as long as you can carry and pay for it. The Electronic Book contains a wealth of information about the equipment available in the shop.

COMPLETING A LEVEL

When you have found the fuel and have blown up the shield generator, you can leave the level by going to the shop. You'll be able to tell that you are ready when the 'Game State' indicator on the control panel turns green. You will then have the option to save the game at this point by pressing Escape. This is recommended! Waiting, or pressing the Space bar will move you on to the next level. A review of the map follows, allowing you to browse around the map and see what it looks like. Use the arrow keys or the keyboard to look around the map. Use Escape to continue. If you have suffered deaths, you will have the option to replace casualties, otherwise you will proceed directly to the next level.



BONUS ASTEROIDS

Every five levels, you will encounter a Flinarjian Storage Asteroid. These are primed to explode soon after your arrival, so you will have to work fast to locate and destroy the Flinarjian Shield Generator before your time runs out. You do NOT have to mine fuel on these levels. A count-down of available time is shown on the control panel.

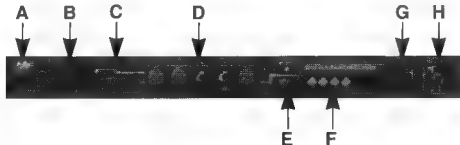
FURTHER HELP AND HINTS

The Zargon Electronic Book contains a wealth of information about the planet Zarg, including a list of all items available from the shop, and details of the plants and creatures you may expect to find. It also has a list of helpful hints and tips, gathered by the ZMTA while testing their new Flying Machine. This version of the book also contains a special edition History of Zarg section!

IN-GAME PANEL GRAPHIC

Panel Graphic:

- | | |
|--|---|
| A Time Remaining for Bonus Levels, or
Total Cash Available | E Selected extractors' current action |
| B Current Fuel Level | F Selected extractors' Stamina and Inventory |
| C Game State Indicator | G Selected extractors' age |
| D Team Status | H Selected extractors' picture |



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NOTES



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